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Yu-Chee Tseng; Ting-Yu Lin; Yen-Ku Liu; Bing-Rong Lin;
Selected Areas in Communications, IEEE Journal on
Volume 23, Issue 6, June 2005 Page(s):1133 - 1145
Digital Object Identifier 10.1109/JSAC.2005.845623

AbstractPlus | References | Full Text: PDF(984 KB)   **IEEE JNL**
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☐ 2. **Efficient person searching in a peer-to-peer network**
Lei, M.I.; Chan, S.-H.G.; Wong, A.K.-S.;
Global Telecommunications Conference, 2005. GLOBECOM '05. IEEE
Volume 2, 28 Nov.-2 Dec. 2005 Page(s):5 pp.
Digital Object Identifier 10.1109/GLOCOM.2005.1577781

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☐ 3. **Multiplication over time to facilitate peer-to-peer barter relationships**
Saito, K.; Morino, E.; Murai, J.;
Database and Expert Systems Applications, 2005. Proceedings. Sixteenth Inte
Workshop on
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Digital Object Identifier 10.1109/DEXA.2005.141

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☐ 4. **De-centralized location management: minimizing privacy concerns for loi services**
Zundt, M.; Deo, G.; Naumann, M.; Ludwig, M.;
Information Technology: Research and Education, 2005. ITRE 2005. 3rd Interr
Conference on
27-30 June 2005 Page(s):23 - 27
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☐ 5. **Modeling group trust for peer-to-peer access control**
Gummadi, A.; Yoon, J.P.;

Database and Expert Systems Applications, 2004. Proceedings. 15th Internatio
30 Aug.-3 Sept. 2004 Page(s):971 - 978
Digital Object Identifier 10.1109/DEXA.2004.1333604

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6. **Maintaining trust in peer-to-peer barter relationships**
Saito, K.;
Applications and the Internet Workshops, 2004. SAINT 2004 Workshops. 2004
Symposium on
26-30 Jan. 2004 Page(s):582 - 588
Digital Object Identifier 10.1109/SAINTW.2004.1268691

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7. **Sharing presence information and message notification in an ad hoc netw**
Danyu Zhu; Mutka, M.;
Pervasive Computing and Communications, 2003. (PerCom 2003). Proceeding
IEEE International Conference on
23-26 March 2003 Page(s):351 - 358

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8. **Eyeball Video Communications Platform**
Vass, J.; Khan, S.;
Multimedia Signal Processing, 2002 IEEE Workshop on
9-11 Dec. 2002 Page(s):396 - 399

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9. **Secure peer-to-peer networking: the JXTA example**
Yeager, W.; Williams, J.;
IT Professional
Volume 4, Issue 2, March-April 2002 Page(s):53 - 57
Digital Object Identifier 10.1109/MITP.2002.1000461

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10. **On Mobile Viruses Exploiting Messaging and Bluetooth Services**
Bose, Abhijit; Shin, Kang G.;
Securecomm and Workshops, 2006
Aug. 2006 Page(s):1 - 10
Digital Object Identifier 10.1109/SECCOMW.2006.359562

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11. **PWO: Peer-To-Peer Worm Evolution Observer**
Li, Qiang; Feng, Qinyuan; Zhang, Meng; Hu, Liang;
Communications and Networking in China, 2006. ChinaCom '06. First Internati
on
Oct. 2006 Page(s):1 - 5
Digital Object Identifier 10.1109/CHINACOM.2006.344875

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12. **Structured Peer-to-Peer Control Plane**
Khavari, K.; Abji, N.; Farha, R.; Chuen Liang; Tizghadam, A.; Fadaie, F.; Leon
Communications, 2006 IEEE International Conference on
Volume 1, June 2006 Page(s):48 - 54

Digital Object Identifier 10.1109/ICC.2006.254703

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13. **Harnessing SIP for autonomous mobile peer-to-peer networking**
Howie, D.; Harjula, E.; Ala-Kurikka, J.; Ylianttila, M.;
Global Telecommunications Conference, 2005. GLOBECOM '05. IEEE
Volume 2, 28 Nov.-2 Dec. 2005 Page(s):5 pp.
Digital Object Identifier 10.1109/GLOCOM.2005.1577764

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14. **X-Communicator: implementing an advanced adaptive SIP-based user ag
multimedia communication**
Siddique, S.; Ege, R.K.; Sadjadi, S.M.;
SoutheastCon, 2005. Proceedings. IEEE
8-10 April 2005 Page(s):271 - 276
Digital Object Identifier 10.1109/SECON.2005.1423258

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1 Games: Agents-based modeling for a peer-to-peer MMOG architecture   ■

Abdennour El Rhalibi, Madjid Merabti
April 2005 **Computers in Entertainment (CIE)**, Volume 3 Issue 2
Publisher: ACM Press

Full text available: 🔊 pdf(549.53 KB)   Additional Information: full citation, abstract, references, index terms, review

Massively Multiplayer Online Games (MMOGs) are becoming a very important part of computer entertainment business. With the recent development of broadband technologies, the increase in the number of players is putting a strong pressure on this type of application. Commonly used clients/server systems don't cope well with scalability, limiting the number of players who can interact with each other, are not robust enough, and might be subject to bottlenecks due to their centralized infrastructure. ...

Keywords: JXTA, MMOG, distributed applications, network communications, network topology, online gaming, peerto-peer architecture, protocol

2 A survey of peer-to-peer content distribution technologies   ■

Stephanos Androutsellis-Theotokis, Diomidis Spinellis
December 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 4
Publisher: ACM Press

Full text available: 🔊 pdf(517.77 KB)   Additional Information: full citation, abstract, references, citings, index terms

Distributed computer architectures labeled "peer-to-peer" are designed for the sharing of computer resources (content, storage, CPU cycles) by direct exchange, rather than requiring the intermediation or support of a centralized server or authority. Peer-to-peer architectures are characterized by their ability to adapt to failures and accommodate transient populations of nodes while maintaining acceptable connectivity and performance.Content distribution is an important peer-to-peer application ...

Keywords: Content distribution, DHT, DOLR, grid computing, p2p, peer-to-peer

3 Traffic characterization: Characterizing the query behavior in peer-to-peer file sharing ■ systems

Alexander Klemm, Christoph Lindemann, Mary K. Vernon, Oliver P. Waldhorst

October 2004 **Proceedings of the 4th ACM SIGCOMM conference on Internet measurement IMC '04**
Publisher: ACM Press

Full text available: pdf(525.94 KB)   Additional Information: full citation, abstract, references, citings, index terms

This paper characterizes the query behavior of peers in a peer-to-peer (P2P) file sharing system. In contrast to previous work, which provides various aggregate workload statistics, we characterize peer behavior in a form that can be used for constructing representative synthetic workloads for evaluating new P2P system designs. In particular, the analysis exposes heterogeneous behavior that occurs on different days, in different geographical regions (i. e., Asia, Europe, and North America) or ...

Keywords: overlay networks, peer-to-peer, synthetic workloads, workload characterization

4 Peer to peer networks: Tarzan: a peer-to-peer anonymizing network layer

Michael J. Freedman, Robert Morris
November 2002 **Proceedings of the 9th ACM conference on Computer and communications security CCS '02**
Publisher: ACM Press

Full text available: pdf(242.72 KB)   Additional Information: full citation, abstract, references, citings, index terms

Tarzan is a peer-to-peer anonymous IP network overlay. Because it provides IP service, Tarzan is general-purpose and transparent to applications. Organized as a decentralized peer-to-peer overlay, Tarzan is fault-tolerant, highly scalable, and easy to manage.Tarzan achieves its anonymity with layered encryption and multi-hop routing, much like a Chaumian mix. A message initiator chooses a path of peers pseudo-randomly through a restricted topology in a way that adversaries cannot easily influenc ...

Keywords: IP tunnels, anonymity, cover traffic, distributed trust, mix-nets, overlay networks, peer-to-peer

5 A scaleable event infrastructure for peer to peer grids

Geoffrey Fox, Shrideep Pallickara, Xi Rao
November 2002 **Proceedings of the 2002 joint ACM-ISCOPE conference on Java Grande JGI '02**
Publisher: ACM Press

Full text available: pdf(400.08 KB)   Additional Information: full citation, abstract, references, citings, index terms

In this paper we propose a peer-to-peer (P2P) grid comprising resources such as relatively static clients, high-end resources and a dynamic collection of multiple P2P subsystems. We investigate the architecture of the messaging and event service that will support such a hybrid environment. We designed a distributed publish-subscribe system NaradaBrokering for XML specified messages. NaradaBrokering interpolates between centralized systems like JMS (Java Message Service) and P2P environments. Her ...

Keywords: JXTA, P2P systems, event distribution systems, grid computing, middleware

6 System technology: Supporting activity-centric collaboration through peer-to-peer shared objects

Werner Geyer, Jürgen Vogel, Li-Te Cheng, Michael Muller
November 2003 **Proceedings of the 2003 international ACM SIGGROUP conference on**

Supporting group work GROUP '03

Publisher: ACM Press

Full text available: pdf(366.92 KB)   Additional Information: full citation, abstract, references, citings, index terms

> We describe a new collaborative technology that is mid-way between the informality of email and the formality of shared workspaces. Email and other ad hoc collaboration systems are typically lightweight and flexible, but build up an unmanageable clutter of copied objects. At the other extreme, shared workspaces provide formal, structured collaboration, but are too heavyweight for users to set up. To bridge this gap between the ad hoc and formal, this paper introduces the notion of "object-centri ...

> **Keywords**: activity-centric collaboration, emerging collaboration, object-centric sharing, peer-to-peer, replication, synchronization

7   Article abstracts with full text online: The liquid architecture: a non-linear peer-to-peer distributed architecture with polymorphic message passing
Coskun Bayrak, Chad Davis
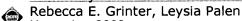May 2003 **ACM SIGSOFT Software Engineering Notes**, Volume 28 Issue 3
Publisher: ACM Press
Full text available: pdf(296.94 KB)   Additional Information: full citation, abstract, references

> In terms of benefiting from the potential to be gained from full distribution, today's most common implementations of distributed systems follow only limited linear versions of distribution such as client-server or n-tier models. Even many "peer to peer" systems still rely on centralized servers to provide the message passing connectivity between the peers. While these systems do provide increased robustness and computational speedup, they fail to realize the full measure of what fully distribut ...

> **Keywords**: P2P, architecture, distributed systems, networking, peer-to-peer, real time systems, software engineering, virtual collaboration

8   I M everywhere: Instant messaging in teen life
Rebecca E. Grinter, Leysia Palen
November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative work CSCW '02**
Publisher: ACM Press
Full text available: pdf(348.66 KB)   Additional Information: full citation, abstract, references, citings, index terms

> Instant Messaging (IM) is being widely adopted by teenagers. In a study of 16 teenage IM users, we explore IM as an emerging feature of teen life, focusing our questions on its support of interpersonal communication and its role and salience in everyday life. We qualitatively describe the teens' IM use interpersonally, as well as its place in the domestic ecology. We also identify technology adoption conditions and discuss behaviors around privacy management. In this initial investigation, we fo ...

> **Keywords**: CSCW, HCI, chat, communications, domestic information technology, instant messaging, qualitative user study, teenagers

9   Peer-to-peer computing: Foreseer: a novel, locality-aware peer-to-peer system architecture for keyword searches
Hailong Cai, Jun Wang
October 2004 **Proceedings of the 5th ACM/IFIP/USENIX international conference on**

Middleware Middleware '04
Publisher: Springer-Verlag New York, Inc.
Full text available: pdf(315.85 KB)   Additional Information: full citation, abstract, references, citings

> Peer-to-peer (P2P) systems are becoming increasingly popular and complex, serving millions of users today. However, the design of current unstructured P2P systems does not take full advantage of rich locality properties present in P2P system workloads, thus possibly resulting in inefficient searches or poor system scalability. In this paper, we propose a novel locality-aware P2P system architecture called Foreseer, which explicitly exploits <I>geographical</I> locality and <I>t ...

> **Keywords**: Bloom filter, Foreseer, geographical locality, temporal locality

10 Peer to peer networks: A reputation-based approach for choosing reliable resources in peer-to-peer networks

Ernesto Damiani, De Capitani di Vimercati, Stefano Paraboschi, Pierangela Samarati, Fabio Violante
November 2002 **Proceedings of the 9th ACM conference on Computer and communications security CCS '02**
Publisher: ACM Press

Full text available: pdf(650.19 KB)   Additional Information: full citation, abstract, references, citings, index terms

> Peer-to-peer (P2P) applications have seen an enormous success, and recently introduced P2P services have reached tens of millions of users. A feature that significantly contributes to the success of many P2P applications is user anonymity. However, anonymity opens the door to possible misuses and abuses, exploiting the P2P network as a way to spread tampered with resources, including Trojan Horses, viruses, and spam. To address this problem we propose a self-regulating system where the P2P netwo ...

> **Keywords**: peer-to-peer network, polling protocol, reputation-based systems

11 Audio: Peer-to-peer internet telephony using SIP

Kundan Singh, Henning Schulzrinne
June 2005 **Proceedings of the international workshop on Network and operating systems support for digital audio and video NOSSDAV '05**
Publisher: ACM Press

Full text available: pdf(93.89 KB)   Additional Information: full citation, abstract, references, citings, index terms

> P2P systems inherently have high scalability, robustness and fault tolerance because there is no centralized server and the network self-organizes itself. This is achieved at the cost of higher latency for locating the resources of interest in the P2P overlay network. Internet telephony can be viewed as an application of P2P architecture where the participants form a self-organizing P2P overlay network to locate and communicate with other participants. We propose a pure P2P architecture for the ...

> **Keywords**: SIP, internet telephony, peer-to-peer

12 Plug-and-play application platform: towards mobile peer-to-peer

Erkki Harjula, Mika Ylianttila, Jussi Ala-Kurikka, Jukka Riekki, Jaakko Sauvola
October 2004 **Proceedings of the 3rd international conference on Mobile and ubiquitous multimedia MUM '04**
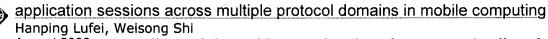Publisher: ACM Press

Full text available: pdf(222.66 KB)   Additional Information: full citation, abstract, references, citings, index terms

While peer-to-peer (P2P) has emerged as a new hot communication concept among the Internet users, mobile usage of P2P applications is still taking its first steps. This article first elaborates the evolutionary process that P2P architectures are going through. Challenges and requirements for mobile P2P are then identified, followed by a definition of a novel Plug-and-Play Application Platform (PnPAP). This platform enables dynamic selections between diverse P2P and session management protocols w ...

Keywords: holistic connectivity, mobile P2P, peer-to-peer, plug-and-play

13 Best paper finalists and energy-aware protocols: e-QoS: energy-aware QoS for application sessions across multiple protocol domains in mobile computing
Hanping Lufei, Weisong Shi
August 2006 **Proceedings of the 3rd international conference on Quality of service in heterogeneous wired/wireless networks QShine '06**
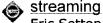**Publisher**: ACM Press
Full text available: pdf(307.72 KB)   Additional Information: full citation, abstract, references, index terms

In this paper we propose a novel energy-aware QoS model, *e-QoS*, for application sessions that might across multiple protocol domains. The model provides the QoS guarantee by dynamically selecting and adapting application protocols. To the best of our knowledge, our model is the first attempt to address QoS adaptation at the application *session* level by proposing a new QoS metric called *session lifetime*. To show the effectiveness of the proposed scheme, we have implemented a ...

Keywords: application sessions, energy-aware, multiple application domains, protocol adaptation, protocol domain, quality of service, session lifetime

14 Peer-to-peer systems: Rate-distortion optimized video peer-to-peer multicast streaming
Eric Setton, Jeonghun Noh, Bernd Girod
November 2005 **Proceedings of the ACM workshop on Advances in peer-to-peer multimedia streaming P2PMMS'05**
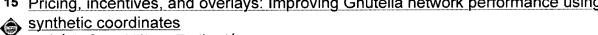**Publisher**: ACM Press
Full text available: pdf(352.42 KB)   Additional Information: full citation, abstract, references, index terms

We study peer-to-peer multicast streaming, where a source distributes real-time video to a large population of hosts by making use of their forwarding capacity rather than relying on dedicated media servers. Hosts which may disconnect at any time, therefore a robust control protocol is needed to maintain connectivity among peers. This work presents a new peer-to-peer multicast protocol and analyzes the gains that video coding and prioritized packet scheduling at the application layer can bring t ...

Keywords: multicast, peer-to-peer, video streaming

15 Pricing, incentives, and overlays: Improving Gnutella network performance using synthetic coordinates
André Dufour, Ljiljana Trajković
August 2006 **Proceedings of the 3rd international conference on Quality of service in heterogeneous wired/wireless networks QShine '06**
Publisher: ACM Press
Full text available: pdf(149.35 KB)   Additional Information: full citation, abstract, references

In this paper, we examine the behavior of the Gnutella peer-to-peer file sharing network and propose a protocol modification to improve its performance. Gnutella exhibits sub-optimal performance in terms of message latency because its overlay topology does not match the underlying physical network. In order to characterize Gnutella's performance, we modified an existing Gnutella simulation framework developed for the *ns-2* network simulator to gather information about query and query hit p ...

16 Simulating non-scanning worms on peer-to-peer networks

Guanling Chen, Robert S. Gray
May 2006 **Proceedings of the 1st international conference on Scalable information systems InfoScale '06**
Publisher: ACM Press
Full text available: pdf(226.74 KB)   Additional Information: full citation, abstract, references

Millions of Internet users are using large-scale peer-to-peer (P2P) networks to share content files today. Many other mission-critical applications, such as Internet telephony and Domain Name System (DNS), have also found P2P networks appealing due to their scalability and reliability properties. These P2P networks, however, could be leveraged by automatic-propagating Internet worms to quickly infect a large vulnerable population and inflict tremendous damages to information infrastructure and e ...

17 Peer to peer: Comprehensive view of a live network coding P2P system

Christos Gkantsidis, John Miller, Pablo Rodriguez
October 2006 **Proceedings of the 6th ACM SIGCOMM on Internet measurement IMC '06**
Publisher: ACM Press
Full text available: pdf(582.13 KB)   Additional Information: full citation, abstract, references, index terms

In this paper we present the first implementation of a P2P content distribution system that uses Network Coding. Using results from live trials with several hundred nodes, we provide a detailed performance analysis of such P2P system. In contrast to prior work, which mainly relies on monitoring P2P systems at particular locations, we are able to provide performance results from a variety of novel angles by monitoring all components in the P2P distribution.In particular, we show that Network Codi ...

Keywords: NAT issues, content distribution, network coding, peer-to-peer, secure random chesksums

18 Groupware infrastructure: Using speakeasy for ad hoc peer-to-peer collaboration

W. Keith Edwards, Mark W. Newman, Jana Z. Sedivy, Trevor F. Smith, Dirk Balfanz, D. K. Smetters, H. Chi Wong, Shahram Izadi
November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative work CSCW '02**
Publisher: ACM Press
Full text available: pdf(346.03 KB)   Additional Information: full citation, abstract, references, citings, index terms

Peer-to-peer systems appear promising in terms of their ability to support ad hoc, spontaneous collaboration. However, current peer-to-peer systems suffer from several deficiencies that diminish their ability to support this domain, such as inflexibility in terms of discovery protocols, network usage, and data transports. We have developed the Speakeasy framework, which addresses these issues, and supports these types of applications. We show how Speakeasy addresses the shortcomings of current p ...

Keywords: ad-hoc collaboration, casca, peer-to-peer, speakeasy

19 On lifetime-based node failure and stochastic resilience of decentralized peer-to-peer ◼
networks
Derek Leonard, Vivek Rai, Dmitri Loguinov
June 2005 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the
2005 ACM SIGMETRICS international conference on Measurement and
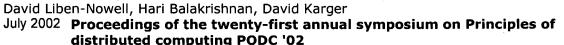modeling of computer systems SIGMETRICS '05**, Volume 33 Issue 1
Publisher: ACM Press
Full text available: pdf(329.93 KB)   Additional Information: full citation, abstract, references, index terms

> To understand how high rates of churn and random departure decisions of end-users
> affect connectivity of P2P networks, this paper investigates resilience of random graphs to
> lifetime-based node failure and derives the expected delay before a user is forcefully
> isolated from the graph and the probability that this occurs within his/her lifetime. Our
> results indicate that systems with heavy-tailed lifetime distributions are more resilient
> than those with light-tailed (e.g., exponential) distributi ...
>
> **Keywords**: pareto, peer-to-peer, stochastic lifetime resilience

20 Session 7: Analysis of the evolution of peer-to-peer systems   ◼
David Liben-Nowell, Hari Balakrishnan, David Karger
July 2002 **Proceedings of the twenty-first annual symposium on Principles of
distributed computing PODC '02**
Publisher: ACM Press
Full text available: pdf(1.17 MB)   Additional Information: full citation, abstract, references, citings

> In this paper, we give a theoretical analysis of peer-to-peer (P2P) networks operating in
> the face of concurrent joins and unexpected departures. We focus on Chord, a recently
> developed P2P system that implements a distributed hash table abstraction, and study
> the process by which Chord maintains its distributed state as nodes join and leave the
> system. We argue that traditional performance measures based on run-time are
> uninformative for a continually running P2P network, and that the

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> 20050005014</u>**
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switchboard servers when a new **instant message** or chat ses- ...
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The **instant messaging** application may switch from the **switchboard connection** (114) to
the **peer-to-peer connection** (124) when transmitting data. ...
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<u>EP1494411 Microsoft european software patent - Instant messaging</u> ...
Using the direct **connection** 108, data need not be routed through the **switchboard server**
110, but rather, the data may be communicated in a **peer-to-peer** ...
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automatically establishing a **peer-to-peer connection**; transmitting first data associated
with the **instant messaging** session via the **switchboard server**; and ...
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